

# SHADOW SPECTRES

## [LEGENDS]

115-230 PTS



### SHADOW SPECTRE EXARCH

| M   | T | SV | W | LD | OC |    |
|-----|---|----|---|----|----|----|
| 12" | 3 | 3+ | 2 | 6+ | 1  | 5+ |



### RANGED WEAPONS

| WEAPON                                 | RANGE | A  | BS | S | AP | D |
|----------------------------------------|-------|----|----|---|----|---|
| ► Prism Rifle - dispersed <b>BLAST</b> | 18"   | D6 | 3+ | 4 | -1 | 1 |
| ► Prism Rifle - dispersed <b>BLAST</b> | 18"   | D6 | 3+ | 4 | -1 | 1 |
| ► Prism Rifle - focused                | 24"   | 1  | 3+ | 6 | -2 | 3 |
| ► Prism Rifle - focused                | 24"   | 1  | 3+ | 6 | -2 | 3 |

### MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close Combat Weapon | Melee | 2 | 3+ | 3 | 0  | 1 |
| Close Combat Weapon | Melee | 2 | 3+ | 3 | 0  | 1 |

### AUFSTELLUNG

1x Shadow Spectre Exarch - Equipped with: ► Prism Rifle - dispersed, ► Prism Rifle - focused, Close Combat Weapon  
5-10x Shadow Spectre

### ABILITIES

#### Shade of Twilight

In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

### WEAPON RULES

#### BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### CORE RULES

#### Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

#### Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

